GAMER

RED DEAD REDEMPTION

FRANCHISE SPECIAL

GAMING
RETRO
TECH
NEWS

15th April 2025

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RED DEAD VIDEO GAME TIME LINE

2004

RED DEAD REVOLVER

2010

RED DEAD REDEMPTION

RED DEAD REDEMPTION

UNDEAD NIGHTMARE

2018

RED DEAD REDEMPTION 2

2019

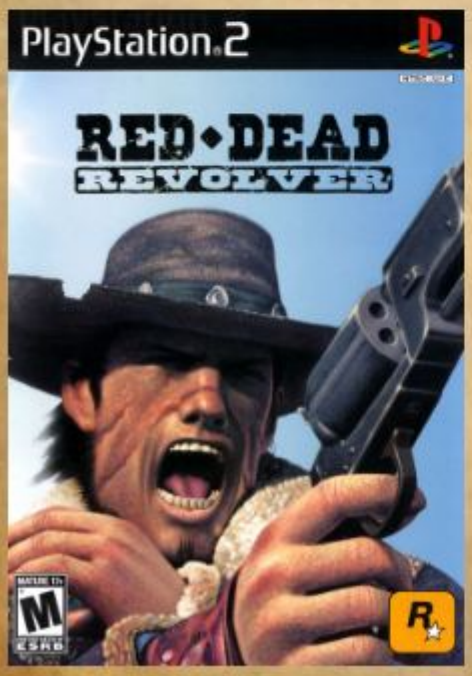
RED DEAD ONLINE

RED DEAD REVOLVER

RED DEAD REVOLVER IS A 2004 ACTION-ADVENTURE GAME DEVELOPED BY ROCKSTAR SAN DIEGO AND PUBLISHED BY ROCKSTAR GAMES.

IT IS THE FIRST ENTRY IN THE RED DEAD SERIES, AND WAS RELEASED FOR THE PLAYSTATION 2 AND XBOX IN MAY 2004.

RED DEAD REVOLVER



SET IN THE 1880s, DURING THE AMERICAN FRONTIER, THE SINGLE-PLAYER STORY FOLLOWS BOUNTY HUNTER RED HARLOW'S QUEST FOR REVENGE AFTER THE MURDER OF HIS PARENTS.

RED DEAD REVOLVER

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RED DEAD REVOLVER

A LOCAL MULTIPLAYER MODE ALLOWS UP TO FOUR PLAYERS TO FACE OFF AGAINST EACH OTHER OR AI-CONTROLLED BOTS IN FREE-FOR-ALL BATTLES.

RED DEAD REVOLVER

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RED DEAD REVOLVER

RED DEAD REVOLVER IS A THIRD-PERSON SHOOTER AND ACTION-ADVENTURE GAME WITH A LINEAR STORYLINE.

PLAYERS CAN FIGHT ENEMIES USING HANDGUNS, RIFLES, SHOTGUNS, AND THROW ABLE WEAPONS SUCH AS HUNTING KNIVES, MOLOTOV COCKTAILS, AND DYNAMITE.

RED DEAD REVOLVER

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RED DEAD REVOLVER

NEW WEAPONS CAN BE PURCHASED AT THE END OF EACH LEVEL.

LEVELS USUALLY END WITH A BOSS FIGHT, AND EACH BOSS HAS A BOUNTY ON THEIR HEAD THAT IS COLLECTED ONCE THEY ARE KILLED.

RED DEAD REVOLVER

GAMER

RED DEAD REVOLVER

EACH LEVEL USES A RATING SYSTEM THAT REWARDS PLAYERS WITH UNLOCKABLE CONTENT, SUCH AS NEW WEAPONS OR CHARACTERS FOR THE GAME'S MULTIPLAYER COMPONENT, DEPENDING ON HOW WELL THEY COMPLETED SPECIFIC OBJECTIVES, SUCH AS THE TIME TAKEN TO FINISH THE LEVEL OR WEAPON ACCURACY.

RED DEAD REVOLVER

GAMER

RED DEAD REVOLVER

THOUGH THE GAME LACKS AN OPEN-WORLD, PLAYERS MAY FREELY EXPLORE THE SMALL TOWN OF BRIMSTONE BETWEEN LEVELS.

RED DEAD REVOLVER RECEIVED "AVERAGE" REVIEWS.

RED DEAD REVOLVER

GAMER

RED DEAD REVOLVER

A GAME MECHANIC INTRODUCED IN REVOLVER AND LATER CARRIED OVER INTO OTHER RED DEAD GAMES IS "DEAD EYE", A TARGETING SYSTEM THAT TEMPORARILY PUTS THE PLAYER IN SLOW MOTION TO PLACE ONE OR MULTIPLE PRECISE SHOTS ON AN ENEMY'S BODY.

RED DEAD REDEMPTION

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RED DEAD REDEMPTION

RED DEAD REDEMPTION IS A 2010 ACTION-ADVENTURE GAME DEVELOPED BY ROCKSTAR SAN DIEGO AND PUBLISHED BY ROCKSTAR GAMES.

A SUCCESSOR TO 2004'S RED DEAD REVOLVER, IT IS THE SECOND GAME IN THE RED DEAD SERIES.

RED DEAD REDEMPTION IS SET DURING THE DECLINE OF THE AMERICAN FRONTIER IN THE YEAR 1911.

RED DEAD REDEMPTION

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RED DEAD REDEMPTION

IT FOLLOWS JOHN MARSTON, A FORMER OUTLAW WHO, AFTER HIS WIFE AND SON ARE TAKEN HOSTAGE BY THE GOVERNMENT IN RANSOM FOR HIS SERVICES AS A HIRED GUN, SETS OUT TO BRING THREE MEMBERS OF HIS FORMER GANG TO JUSTICE.

RED DEAD REDEMPTION

RED DEAD REDEMPTION

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RED DEAD REDEMPTION

THE GAME IS PLAYED FROM A THIRD-PERSON PERSPECTIVE.

THE PLAYER CAN FREELY ROAM IN ITS INTERACTIVE OPEN WORLD, A FICTIONALIZED VERSION OF THE WESTERN UNITED STATES AND NORTHERN MEXICO, PRIMARILY BY HORSEBACK, AND ON FOOT.

RED DEAD REDEMPTION

RED DEAD REDEMPTION

GAMER

RED DEAD REDEMPTION

GUNFIGHTS EMPHASIZE A GUNSLINGER GAMEPLAY MECHANIC CALLED "DEAD EYE" THAT ALLOWS PLAYERS TO MARK MULTIPLE SHOOTING TARGETS ON ENEMIES IN SLOW MOTION.

RED DEAD REDEMPTION

RED DEAD REDEMPTION

GAMER

RED DEAD REDEMPTION

THE GAME USES A MORALITY SYSTEM BY WHICH THE PLAYER'S ACTIONS IN THE GAME AFFECT THEIR CHARACTER'S LEVELS OF HONOR, FAME, AND HOW OTHER CHARACTERS RESPOND TO THE PLAYER.

RED DEAD REDEMPTION

RED DEAD REDEMPTION

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RED DEAD REDEMPTION

AN ONLINE MULTIPLAYER MODE IS INCLUDED WITH THE ORIGINAL RELEASE, ALLOWING UP TO 16 PLAYERS TO ENGAGE IN BOTH COOPERATIVE AND COMPETITIVE GAMEPLAY IN A RECREATION OF THE SINGLE-PLAYER SETTING.

RED DEAD REDEMPTION

RED DEAD REDEMPTION

THE GAME'S DEVELOPMENT LASTED OVER FIVE YEARS, AND IT BECAME ONE OF THE MOST EXPENSIVE VIDEO GAMES EVER MADE.

RED DEAD REDEMPTION WAS RELEASED FOR THE PLAYSTATION 3 AND XBOX 360 IN MAY 2010.

RED DEAD REDEMPTION'S 1,500-PAGE SCRIPT WAS WRITTEN IN TWO YEARS.

RED DEAD REDEMPTION RECEIVED "UNIVERSAL ACCLAIM" FROM CRITICS.

RED DEAD REDEMPTION
UNDEAD NIGHTMARE

GAMER

RED DEAD REDEMPTION UNDEAD NIGHTMARE.

RED DEAD REDEMPTION: UNDEAD NIGHTMARE IS A 2010 ACTION-ADVENTURE GAME DEVELOPED BY ROCKSTAR SAN DIEGO AND PUBLISHED BY ROCKSTAR GAMES.

RED DEAD REDEMPTION
UNDEAD NIGHTMARE

RED DEAD REDEMPTION
UNDEAD NIGHTMARE

GAMER

RED DEAD REDEMPTION UNDEAD NIGHTMARE.

A STANDALONE EXPANSION PACK TO THE 2010 OPEN WORLD WESTERN GAME RED DEAD REDEMPTION, IT ADDS A NON-CANONICAL ZOMBIE HORROR-THEMED SINGLE-PLAYER CAMPAIGN, TWO MULTIPLAYER MODES, AND COSMETIC ADDITIONS TO THE ENVIRONMENTS AND CHARACTERS.

RED DEAD REDEMPTION
UNDEAD NIGHTMARE

RED DEAD REDEMPTION
UNDEAD NIGHTMARE

GAMER

RED DEAD REDEMPTION UNDEAD NIGHTMARE.

SET IN AN ALTERNATE TIMELINE FROM THE BASE GAME'S STORY, THE PLOT FOLLOWS RETURNING PROTAGONIST JOHN MARSTON, A FORMER OUTLAW WHO SETS OUT TO FIND THE CAUSE OF AND POSSIBLE CURE FOR A ZOMBIE PLAGUE THAT HAS INFECTED HIS WIFE AND SON.

RED DEAD REDEMPTION
UNDEAD NIGHTMARE

RED DEAD REDEMPTION
UNDEAD NIGHTMARE

GAMER

RED DEAD REDEMPTION UNDEAD NIGHTMARE.

MARSTON LIBERATES TOWNS OVERRUN BY THE UNDEAD AND ASSISTS NON-PLAYABLE CHARACTERS WITH SIDE QUESTS ALONG THE WAY.

ROCKSTAR GAMES HAD A LONG-STANDING INTEREST IN CREATING A ZOMBIE GAME.

RED DEAD REDEMPTION
UNDEAD NIGHTMARE

RED DEAD REDEMPTION

UNDEAD NIGHTMARE

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RED DEAD REDEMPTION UNDEAD NIGHTMARE.

THEY FOUND THE RED DEAD REDEMPTION UNIVERSE AND ITS AMERICAN COUNTRYSIDE TO FIT THE CINEMATIC HERITAGE OF THE HORROR FILM GENRE.

UNDEAD NIGHTMARE RECEIVED GENERALLY FAVORABLE REVIEWS AT ITS RELEASE, AND THE RETAIL DISC SOLD TWO MILLION COPIES BY 2011.

RED DEAD REDEMPTION II GAMER

RED DEAD REDEMPTION 2

RED DEAD REDEMPTION 2 IS A 2018 ACTION-ADVENTURE GAME DEVELOPED AND PUBLISHED BY ROCKSTAR GAMES.

THE GAME IS THE THIRD ENTRY IN THE RED DEAD SERIES AND A PREQUEL TO THE 2010 GAME RED DEAD REDEMPTION.

RED DEAD REDEMPTION II GAMER

RED DEAD REDEMPTION 2

THE STORY IS SET IN A FICTIONALIZED REPRESENTATION OF THE UNITED STATES IN 1899 AND FOLLOWS THE EXPLOITS OF ARTHUR MORGAN, AN OUTLAW WHO MUST DEAL WITH THE DECLINE OF THE WILD WEST WHILE ATTEMPTING TO SURVIVE AGAINST GOVERNMENT FORCES, RIVAL GANGS, AND OTHER ADVERSARIES.

RED DEAD REDEMPTION

RED DEAD REDEMPTION II GAMER

RED DEAD REDEMPTION 2

THE GAME IS PRESENTED THROUGH FIRST- AND THIRD-PERSON PERSPECTIVES, AND THE PLAYER MAY FREELY ROAM ITS INTERACTIVE OPEN WORLD.

RED DEAD REDEMPTION II GAMER

RED DEAD REDEMPTION 2

GAMEPLAY ELEMENTS INCLUDE SHOOTOUTS, ROBBERIES, HUNTING, HORSEBACK RIDING, INTERACTING WITH NON-PLAYER CHARACTERS, AND MAINTAINING THE CHARACTER'S HONOR RATING THROUGH MORAL CHOICES AND DEEDS.

A BOUNTY SYSTEM GOVERNS THE RESPONSE OF LAW ENFORCEMENT AND BOUNTY HUNTERS TO CRIMES COMMITTED BY THE PLAYER.

RED DEAD REDEMPTION

RED DEAD REDEMPTION II GAMER

RED DEAD REDEMPTION 2

THE GAME'S DEVELOPMENT LASTED OVER EIGHT YEARS, BEGINNING SOON AFTER RED DEAD REDEMPTION'S RELEASE, AND IT BECAME ONE OF THE MOST EXPENSIVE VIDEO GAMES EVER MADE.

ROCKSTAR CO-OPTED ALL OF ITS STUDIOS INTO ONE LARGE TEAM TO FACILITATE DEVELOPMENT.

RED DEAD REDEMPTION

RED DEAD REDEMPTION II GAMER

RED DEAD REDEMPTION 2

THEY DREW INFLUENCE FROM REAL LOCATIONS AS OPPOSED TO FILM OR ART, FOCUSED ON CREATING AN ACCURATE REFLECTION OF THE TIME WITH THE GAME'S CHARACTERS AND WORLD.

THE GAME WAS ROCK-STAR'S FIRST BUILT SPECIFICALLY FOR EIGHTH-GENERATION CONSOLES, HAVING TESTED THEIR TECHNICAL CAPABILITIES WHILE PORTING GRAND THEFT AUTO V.

RED DEAD REDEMPTION II GAMER

RED DEAD REDEMPTION 2

RED DEAD REDEMPTION 2 WAS RELEASED FOR THE PLAYSTATION 4 AND XBOX ONE IN OCTOBER 2018 AND FOR WINDOWS IN NOVEMBER 2019.

IT BROKE SEVERAL RECORDS AND HAD THE SECOND-BIGGEST LAUNCH IN THE HISTORY OF ENTERTAINMENT,

GENERATING US $725 MILLION IN SALES FROM ITS OPENING WEEKEND AND EXCEEDING THE LIFETIME SALES OF RED DEAD REDEMPTION IN TWO WEEKS.

RED DEAD REDEMPTION II GAMER

RED DEAD REDEMPTION 2

RED DEAD REDEMPTION 2 RECEIVED "UNIVERSAL ACCLAIM

IT IS CONSIDERED ONE OF EIGHTH-GENERATION CONSOLE GAMING'S MOST SIGNIFICANT TITLES AND AMONG THE GREATEST VIDEO GAMES EVER MADE. IT IS AMONG THE BEST-SELLING VIDEO GAMES WITH OVER 67 MILLION COPIES SHIPPED.

RED DEAD REDEMPTION 2 IS THE FIRST GAME FROM ROCKSTAR BUILT SPECIFICALLY FOR THE PLAYSTATION 4 AND XBOX ONE.

RED DEAD REDEMPTION II GAMER

RED DEAD ONLINE

RED DEAD ONLINE IS A 2019 ACTION-ADVENTURE GAME DEVELOPED AND PUBLISHED BY ROCKSTAR GAMES AS THE ONLINE COMPONENT OF RED DEAD REDEMPTION 2.

A STANDALONE CLIENT FOR THE GAME WAS RELEASED IN DECEMBER 2020.

IN RED DEAD ONLINE, PLAYERS CONTROL A CUSTOMIZABLE SILENT PROTAGONIST WHO IS FREED FROM PRISON AFTER BEING FRAMED FOR MURDER, AND TASKED WITH TAKING REVENGE IN EXCHANGE FOR PROVING THEIR INNOCENCE.

RED DEAD ONLINE

SET IN 1898, ONE YEAR BEFORE THE EVENTS OF RED DEAD REDEMPTION 2, THE GAME COMPRISES STORY MISSIONS WHERE UP TO FOUR PLAYERS CAN COMPLETE TASKS TO ADVANCE THE NARRATIVE, AS WELL AS VARIOUS SIDE MISSIONS AND EVENTS.

RED DEAD REDEMPTION II GAMER

RED DEAD ONLINE

LIKE THE SINGLE-PLAYER GAME, RED DEAD ONLINE IS PRESENTED THROUGH BOTH FIRST- AND THIRD-PERSON PERSPECTIVES, AND PLAYERS MAY FREELY ROAM ITS OPEN WORLD.

PLAYERS TRAVERSE THE OPEN WORLD ALONE OR IN A POSSE OF UP TO SEVEN PLAYERS, WITH OR AGAINST WHOM THEY CAN PARTAKE IN ORGANIZED ACTIVITIES.

RED DEAD REDEMPTION II GAMER

RED DEAD ONLINE

RED DEAD ONLINE RECEIVED CRITICISM AT LAUNCH FOR BALANCING OF GAMEPLAY AND IN-GAME CURRENCY.

IT RECEIVED POSITIVE RESPONSES WITH PRAISE FOR ITS MISSION PRESENTATION, CO-OPERATIVE EVENTS, AND TECHNICAL IMPROVEMENTS.

DARK-WATCH: CURSE OF THE WEST

DARK-WATCH: CURSE OF THE WEST IS A 2005 FIRST-PERSON SHOOTER VIDEO GAME FOR THE PLAYSTATION 2 AND XBOX. IT WAS DEVELOPED BY HIGH MOON STUDIOS (FORMERLY SAMMY STUDIOS) AND PUBLISHED BY CAPCOM IN THE UNITED STATES AND BY UBISOFT IN EUROPE AND AUSTRALIA.

DARKWATCH GAMER

DARK-WATCH: CURSE OF THE WEST

THE GAME MIXES THE WESTERN, HORROR AND STEAMPUNK GENRES, TELLING THE STORY OF JERICHO CROSS, AN OUTLAW GUNFIGHTER IN THE LATE 19TH-CENTURY AMERICAN FRONTIER WHO HAS BEEN TURNED INTO A VAMPIRE.

DARKWATCH GAMER

DARK-WATCH: CURSE OF THE WEST

JERICHO CROSS IS FORCIBLY RECRUITED BY THE TITULAR MONSTER-HUNTING SECRET ORGANIZATION TO FIGHT AGAINST SUPERNATURAL FORCES.

DARKWATCH GAMER

DARK-WATCH: CURSE OF THE WEST

DARK-WATCH WAS MET WITH A GENERALLY POSITIVE CRITICAL RECEPTION, ACCLAIMED IN PARTICULAR FOR ITS RELATIVELY UNIQUE HORROR WESTERN SETTING AND ARTISTIC MERITS.

DARKWATCH GAMER

DARK-WATCH: CURSE OF THE WEST

DURING THE DAYLIGHT HOURS, JERICHO'S POWERS ARE GONE, SO HE HAS TO FIGHT AS A NORMAL HUMAN, USING A WIDE VARIETY OF WEAPONRY, STANDARD-ISSUE 24-SHOT REDEEMER HANDGUN TO A CROSSBOW FIRING EXPLOSIVE ARROWS AND A ROCKET LAUNCHER, AS WELL AS MELEE COMBAT.

DARKWATCH GAMER

DARK-WATCH: CURSE OF THE WEST

THE GAME'S STORY FOLLOWS THE EXPLOITS OF A FORMER AMERICAN CIVIL WAR VETERAN AND WANTED OUTLAW NAMED JERICHO CROSS AND HIS EMPLOYMENT IN AN ANCIENT VAMPIRE-HUNTING ORDER KNOWN AS THE DARK-WATCH.

DARK-WATCH: CURSE OF THE WEST

AFTER UNWITTINGLY RELEASING THE DARK-WATCH'S GREATEST ENEMY, A VAMPIRE LORD NAMED LAZARUS MALKOTH, JERICHO IS CONSCRIPTED INTO THE DARK-WATCH AS AN ELITE OPERATIVE. JERICHO, HOWEVER, IS SLOWLY TURNING INTO A VAMPIRE HIMSELF, AS A RESULT OF BEING BITTEN BY LAZARUS.

DARK-WATCH: CURSE OF THE WEST

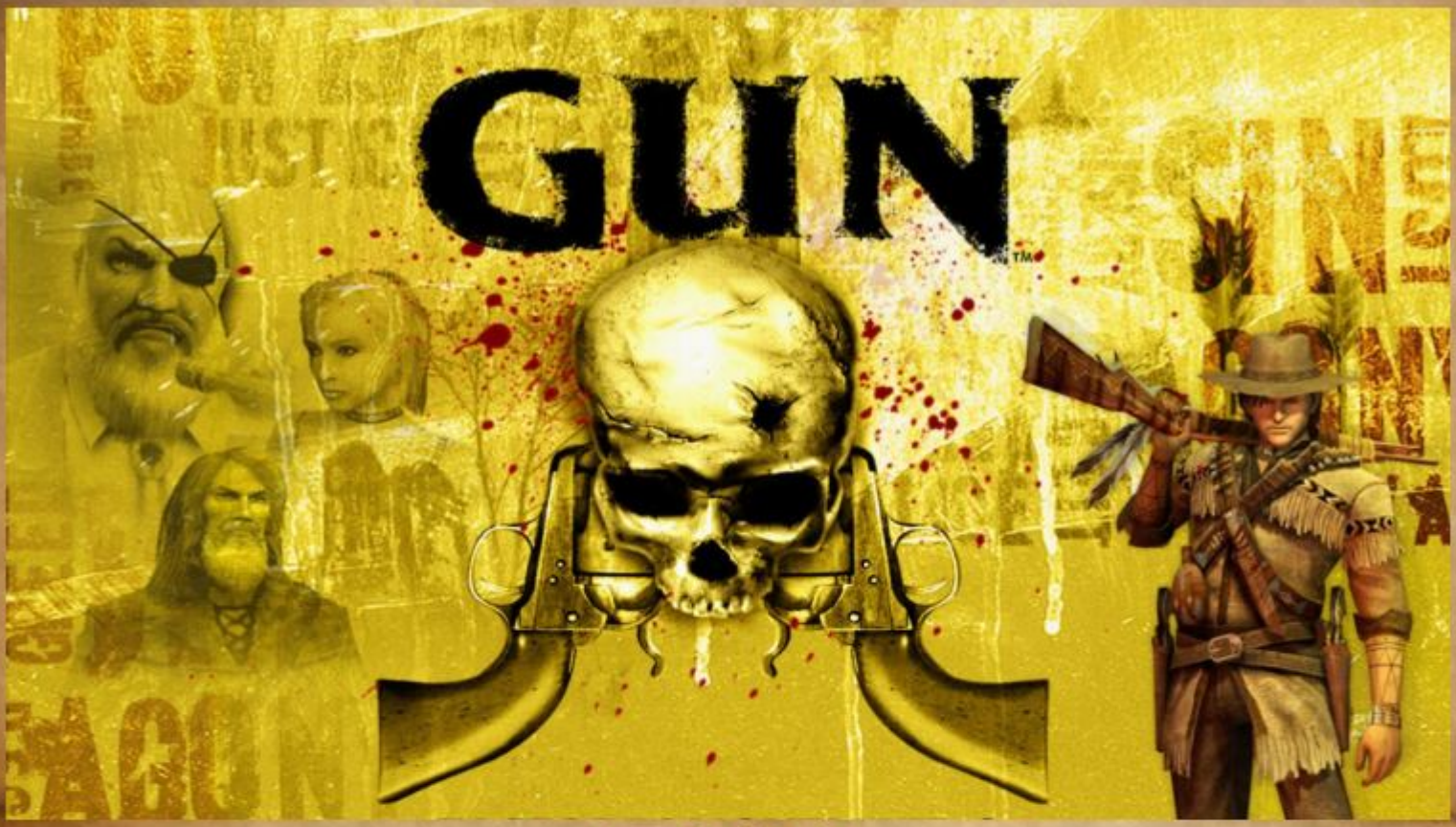
DARK-WATCH WAS AN ANCIENT ORGANIZATION ESTABLISHED CENTURIES AGO BY A ROMAN NAMED LAZARUS MALKOTH TO COMBAT THE DARK FORCES THAT WAS RESPONSIBLE FOR THE DECLINE OF THE ROMAN EMPIRE.

DARK-WATCH: CURSE OF THE WEST

HOWEVER, IN PURSUIT FOR MORE POWERFUL MEANS TO COMBAT THE DARK FORCES, LAZARUS TRIED TO USE THE POWER OF THE DARK FORCES AGAINST THEMSELVES, RESULTING HIM BEING POSSESSED BY A DEMON AND THUS TURNING HIM INTO A VAMPIRE LORD.

GUN

GAMER



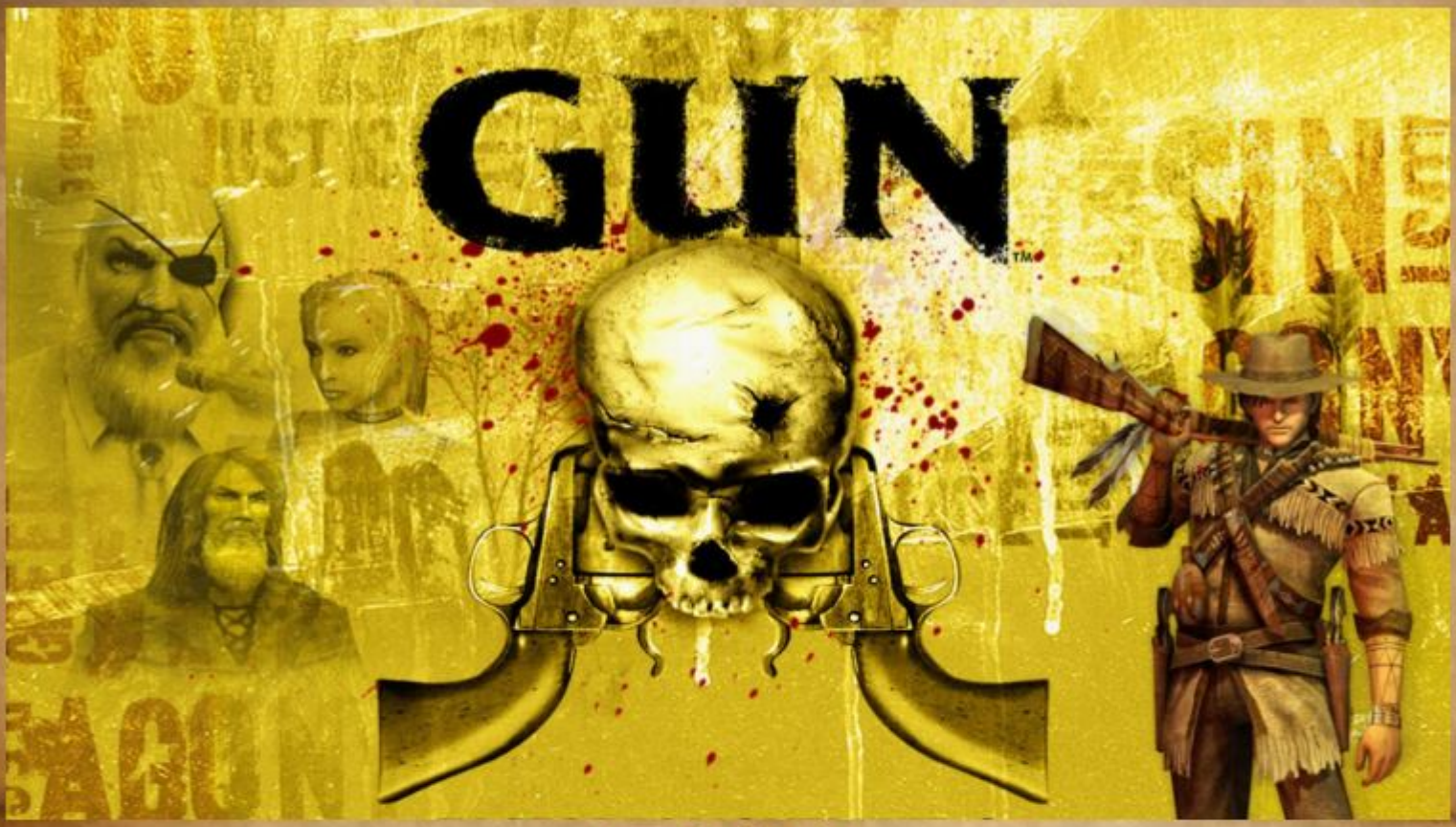
GUN

GUN IS A 2005 WESTERN-THEMED ACTION-ADVENTURE VIDEO GAME DEVELOPED BY NEVER-SOFT AND PUBLISHED BY ACTIVISION FOR THE PLAYSTATION 2, XBOX, GAME-CUBE, MICROSOFT WINDOWS, AND XBOX 360.

THE PLAYSTATION PORTABLE VERSION WAS RELEASED A YEAR LATER UNDER THE TITLE GUN: SHOWDOWN, THIS VERSION FEATURES NEW SIDE-MISSIONS.

GUN

GAMER



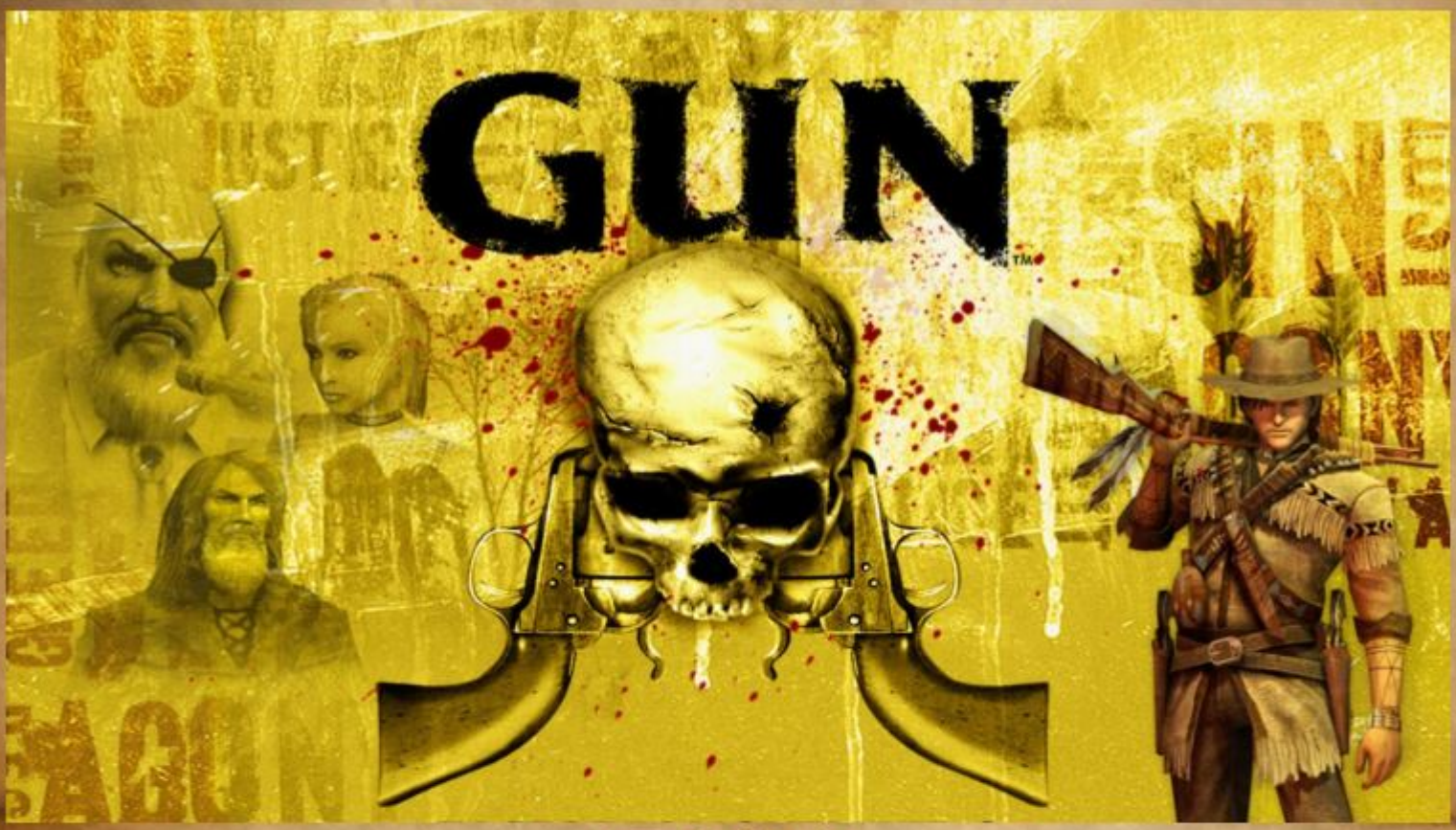
GUN

DURING ITS FIRST MONTH, THE GAME SOLD 225,000 COPIES ACROSS THE FOUR CONSOLE SYSTEMS FOR WHICH IT WAS INITIALLY RELEASED. THE GAME HAD SOLD OVER 1.4 MILLION UNITS IN THE UNITED STATES AS OF OCTOBER 2008.

GUN RECEIVED CRITICAL ACCLAIM UPON RELEASE.

GUN

GAMER



GUN

GUN FEATURES AN ACTION ROLE-PLAYING GAME ENVIRONMENT, INCLUDING SIDE-MISSIONS THAT ADD TO THE STORY. PLAYERS CONTROL THE PROTAGONIST, COLTON WHITE, FROM A THIRD-PERSON PERSPECTIVE.

WEIRD WEST IS AN ACTION ROLE-PLAYING VIDEO GAME DEVELOPED BY WOLFEYE STUDIOS AND PUBLISHED BY DEVOLVER DIGITAL.

THE GAME WAS RELEASED FOR WINDOWS, PLAYSTATION 4 AND XBOX ONE ON MARCH 31, 2022, AND FOR PLAYSTATION 5 AND XBOX SERIES X/S SUBTITLED DEFINITIVE EDITION ON MAY 8, 2023.

WEIRD WEST IS A TOP-DOWN ACTION ROLE-PLAYING GAME WITH ELEMENTS OF THE IMMERSIVE SIM GENRE, WITH RANDOMIZED ELEMENTS THROUGH EACH PLAY-THROUGH.

THE GAME IS BASED ON THE WEIRD WEST GENRE IT BORROWS ITS TITLE FROM, IN WHICH THE PLAYER TAKES THE ROLE OF HEROES IN THE AMERICAN FRONTIER WHO ENCOUNTER SUPERNATURAL ELEMENTS.

ACTIONS DONE BY THE PLAYER IN THE GAME ARE PERMANENT, MEANING THAT THEY CANNOT BE UNDONE THROUGH RE SPAWNING.[4] THE GAME ALSO FEATURES A PERMADEATH MODE IN WHICH THE PLAYER CHARACTER AND THEIR COMPANIONS WILL DIE PERMANENTLY.

ACTUAL GAMEPLAY IS SIMILAR TO THAT OF A TWIN-STICK SHOOTER, WITH THE TEAM DESCRIBING IT AS "ACTION-Y VERSION OF FALLOUT 1 OR 2".

WHILE THE GAME FEATURES SUPERNATURAL ELEMENTS, IT WAS NOT DESIGNED TO BE A HORROR GAME. UNLIKE MOST IMMERSIVE SIMS, THE GAME WAS NOT PLAYED FROM A FIRST-PERSON PERSPECTIVE, AND INSTEAD ADOPTED A TOP-DOWN PERSPECTIVE THAT WAS INSPIRED BY THE EARLY ULTIMA AND FALLOUT GAMES.

WEIRD WEST RECEIVED "GENERALLY POSITIVE" REVIEWS FOR PC AND XBOX ONE, AND "MIXED OR AVERAGE" REVIEWS FOR PLAYSTATION 4.